

AYBEY ELEKTRONİK

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GRAFIX Lift Display System

# USER MANUAL

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VERSION: 1.00

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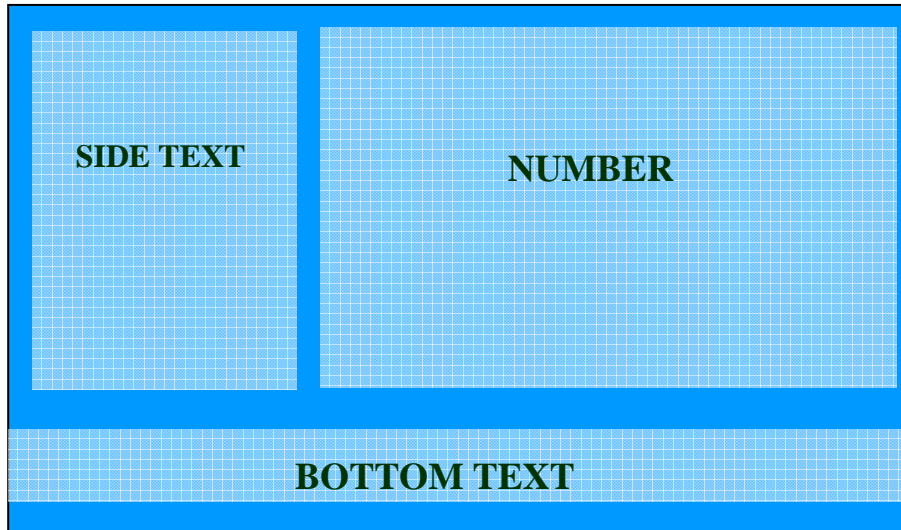
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## **SECTION 1**

### **AREA DEFINITIONS AND SCREENS**

GRAFIX has 3 areas. These parts can be programmed separately. These areas are shown below.



Areas are named as Number, Side Text and Subtitle. In these areas, you can PROGRAM system to show number, text and arrow.

Also GRAFIX can show 3 cases : **MOVING**, **APPROACHING TO FLOOR** and **AT FLOOR LEVEL**. All areas can be programmed separately for all conditions.

#### **1-A) PROPERTIES OF AREAS**

##### **1-A-1) SIDE TEXT**

7 lines \* 9 characters are written in the side Text area. 4 different projections are made in the side Text area:

- |                        |   |
|------------------------|---|
| a) General Side Text   | : The message that will be seen in the side text area at all floors.    |
| b) Floors Own Sidetext | : The message that will be seen in the side text area special to floor. |
| c) Arrow               | : Arrow projection in the side text area.                               |
| d) Empty               | : Empty message shown at the related line                               |

##### **1-A-2) BOTTOM TEXT**

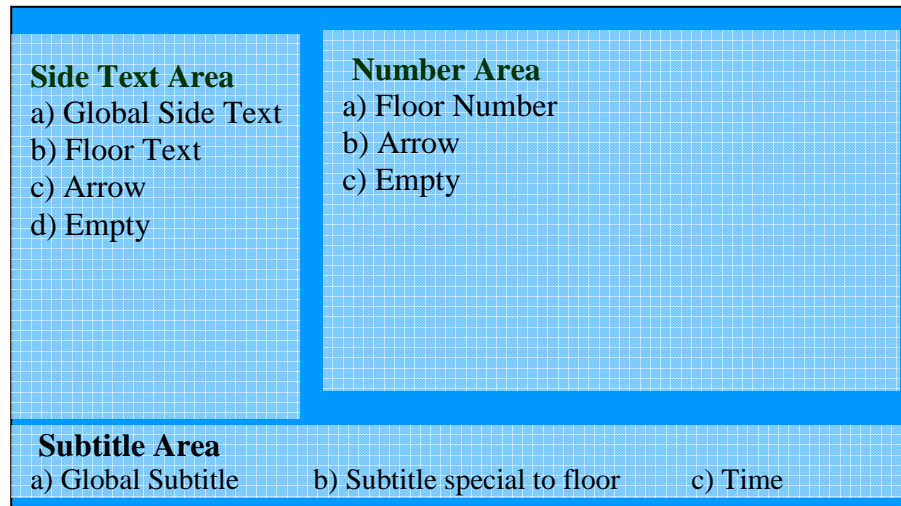
There is an area that contains 1 line 24 characters to write bottom text. 4 different shows are made at the bottom text area :

- |                           |  |
|---------------------------|--|
| a) General Subtitle       | : The message that will be seen at all floors in the bottom text area.   |
| b) Floors Own Bottom Text | : The message that will be seen (special to floors in the subtitle area. |
| c) Date and Clock         | : Date and time message that will seem at the subtitle area              |
| d) Empty                  | : Nothing show at the bottom text area.                                  |

### 1-A-3) NUMBER

There are 3 different display alternative at number area.

- a) Floor Number : Shows the floor number. Single or double characters can be used.
- b) Arrow : Arrow show at the number area.
- c) Empty : Nothing show at the number area.

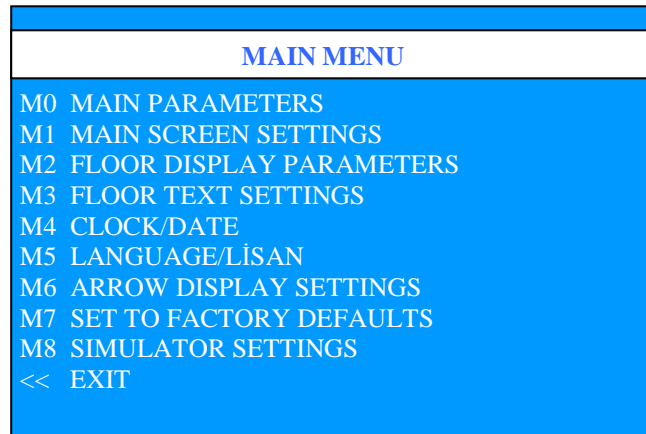


## SECTION 2

### SETTINGS

There are three buttons on GRAFIX module. The buttons that are in the back of GRAFIX are named as ENT (Enter), (↓) (increase) and (↑) (decrease). You can do settings mostly by using this buttons.

To enter the GRAFIX menu press ENT button until the menu occurs on the screen. Firstly you will see the sub-menu alternative. You can see GRAFIX menu by clicking direction ((↑) ve (↓)) buttons. To choose an item, click ENT button when the cursor is on that item. If you press ENT button for a short time you enter that menu, but if you press ENT button for a short time you leave that menu.



- **M0-MAIN PARAMETERS** : Main parameters of system.
- **M1-MAIN SCREEN SETTINGS** : You can change texts, service mode and overload texts by this button.
- **M2-FLOOR DISPLAY PARAMETERS** : Text and clock display parameters
- **M3-FLOOR TEXT** : Floor texts and numbers are set by this button and preview can be done.
- **M4-CLOCK / DATE** : You can set the time and set show font by this button.
- **M5-LANGUAGE / LiSAN** : Menu language can be set (Turkish/English) by this button.
- **M6-ARROW DISPLAY SETTINGS** : Arrow animation position and style can be designed by this button.
- **M7-SET TO FACTORY DEFAULTS** : It returns to the fabric settings if you accept.
- **M8-SIMULATOR SETTINGS**: You can reach simulator settings by clicking this button.

## **2-A) M0-MAIN PARAMETERS**

### **[A0] NUMBER OF FLOORS**

1...64	Number of floors in system
--------	----------------------------

### **[A1] CONNECTION TYPE**

0	Binary
1	Gray Code
2	7 Segment
3	Counter
4	CAN-Bus

### **[A2] ECONOMY MODE**

0	Economy Mode (Turn off backlight if it does not sense any movement for 10 minutes)
1	Normal Mode (No energy saving)

### **[A3] BUZZER**

0	Disabled
1	Enabled

## 2-B) M1-DISPLAY TEXT SETTINGS

By using this menu you can organise Global subtitle, global side text, out of service text and overload text. Global text is not related to floor, they can be seen at all floors.

DISPLAY TEXT SETTINGS
B0 SUBTITLE
B1 SIDE TEXT
B3 OUT OF SERVICE
B4 OVERLOAD
<< BACK

## 2-C) DISPLAY PARAMETERS

This menu is used for setting of subtitle, side text and number areas at the floor position, coming to floor position and movement position.

### 2-C-1) SUBTITLES

#### [C0] AT FLOOR

0	Empty
1	Floor Subtitle
2	Global Subtitle
3	Date / Time

#### [C1] SLOW MODE

0	Empty
1	Floor Subtitle
2	Global Subtitle
3	Date / Time

#### [C2] ON MOVE

0	Empty
1	Floor Subtitle
2	Global Subtitle
3	Date / Time

## 2-C-2) SIDE TEXTS

### [C3] AT FLOOR

0	Empty
1	Floor Side Text
2	Global Side Text
3	Arrow

### [C4] SLOW MODE

0	Empty
1	Floor Side Text
2	Global Side Text
3	Arrow

### [C5] ON MOVE

0	Empty
1	Floor Side Text
2	Global Side Text
3	Arrow

## 2-C-3) NUMBERS

### [C6] AT FLOOR

0	Empty
1	Floor Number
2	Arrow

### [C7] SLOW MODE

0	Empty
1	Floor Number
2	Arrow

### [C8] ON MOVE

0	Empty
1	Floor Number
2	Arrow

## 2-D) M3-TEXT INPUT MENU

Before entering menu of text input, you have to choose the floor that you will change and set text. Enter Floor number by using direction buttons and then press ENT.

*WARNING: If floor number has one digit, you have to choose the first digit 0.*

ENTER TEXT	8.FLOOR
D0 SUBTITLE D1 NUMBER D2 SIDE TEXT D3 PREVIEW << BACK	

Now you are at the menu of related floor, you can choose floors own text and icon. You can setup full screen display and you can see a preview.

MAIN MENU	
M0 MAIN PARAMETERS M1 MAIN SCREEN SETTINGS M2 FLOOR DISPLAY PARAMETERS M3 FLOOR TEXT SETTINGS M4 CLOCK/DATE M5 LANGUAGE/LISAN M6 ARROW DISPLAY SETTINGS M7 SET TO FACTORY DEFAULTS M8 SIMULATOR SETTINGS << EXIT	
Which Floor?:	0_

If you want to write a subtitle that is special to floor you have to follow the steps below. By using (↑) and (↓) buttons, we choose the character. Then press enter shortly. The cursor will stop blinking. We choose the character with (↑) and (↓) buttons. Save the character by pressing ENT shortly. Now again we can see the characters of underline by pressing (↑) and (↓) buttons. Until the end of writing, you have to follow these steps. To save settings you have to press ENT for a long time, and than go back to upper menu. If you want to exit without saving, press (↑) and (↓) at the same time.

All these steps are valid for floor icon, side text and the pictures that are special to floor. Furthermore, you can see a preview of floor number by using Preview.

## 2-E) M4-CLOCK / DATE SETTINGS

### [E0] ADJUST

S0	Hour
S1	Minute
S2	Day
S3	Month
S4	Year

### [E1] FONT

0	Monospac821
1	BankGothic

## 2-F) M5- LANGUAGE / LİSAN

### [F0] LANGUAGE / LİSAN

0	Turkish
1	English

## 2-G) M6-ARROW DISPLAY SETTINGS

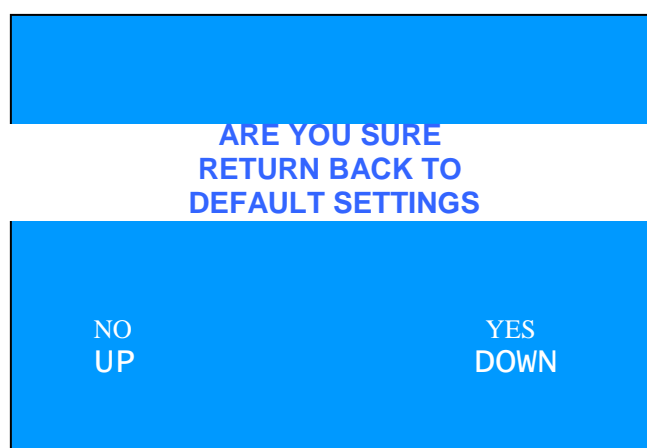
### [G0] ARROW STATE

0	Animated
1	Static

### [G1] ARROW STYLE

0	Classical Style	↑
1	Hand	☞
2	Star	★
3	Classical Arrow	↗

## 2-H) M7-DEFAULT SETTINGS MENU



GRAFIX returns to default settings with this menu. Floor numbers are shown with 0-63 numbers. All the personal settings will be deleted. There will be an arrow on the side title. You can turn back to factory settings by pressing down button (↓).

## 2-I) SIMULATOR SETTINGS

GRAFIX includes a simulator to see the settings without connecting a board. The parameters below are used for simulator settings.

### [H0] STATE

0	Off
1	On

### [H1] NUMBER OF FLOORS

1...64	Number of floors in simulator mode.
--------	-------------------------------------

### [H2] MOTION

1...99	Active time of movement signal
--------	--------------------------------

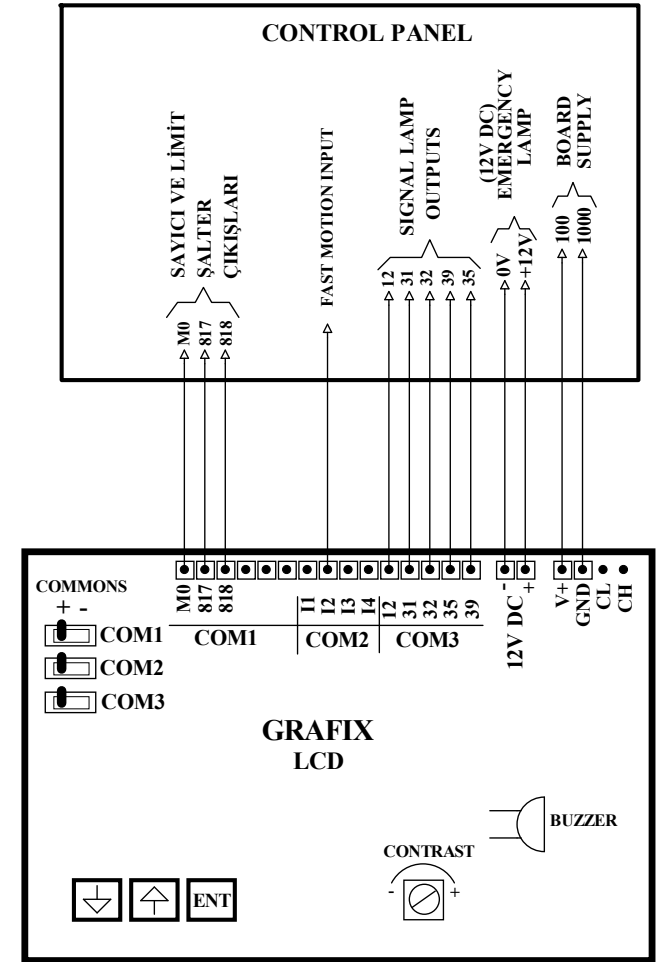
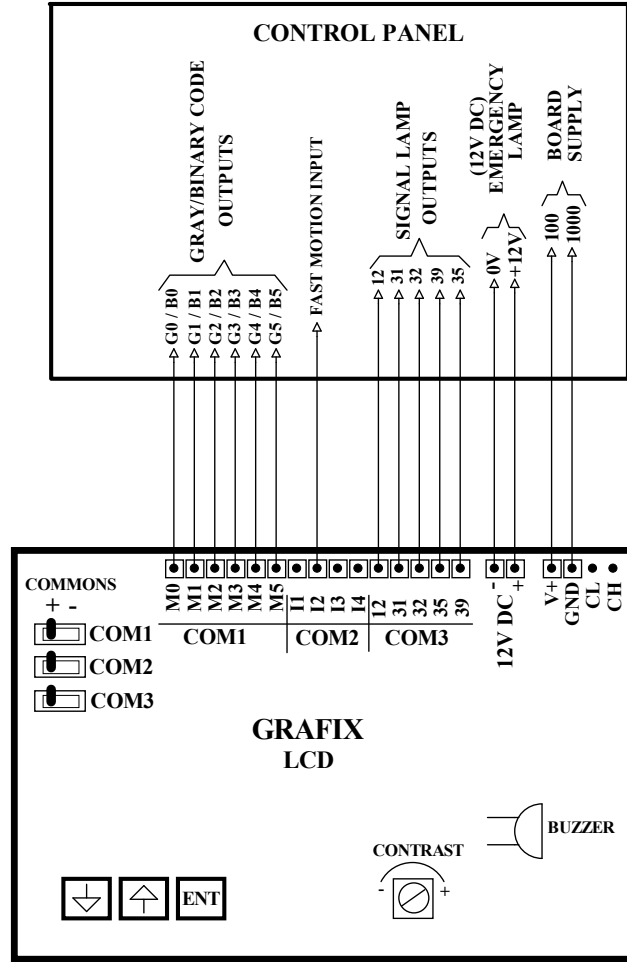
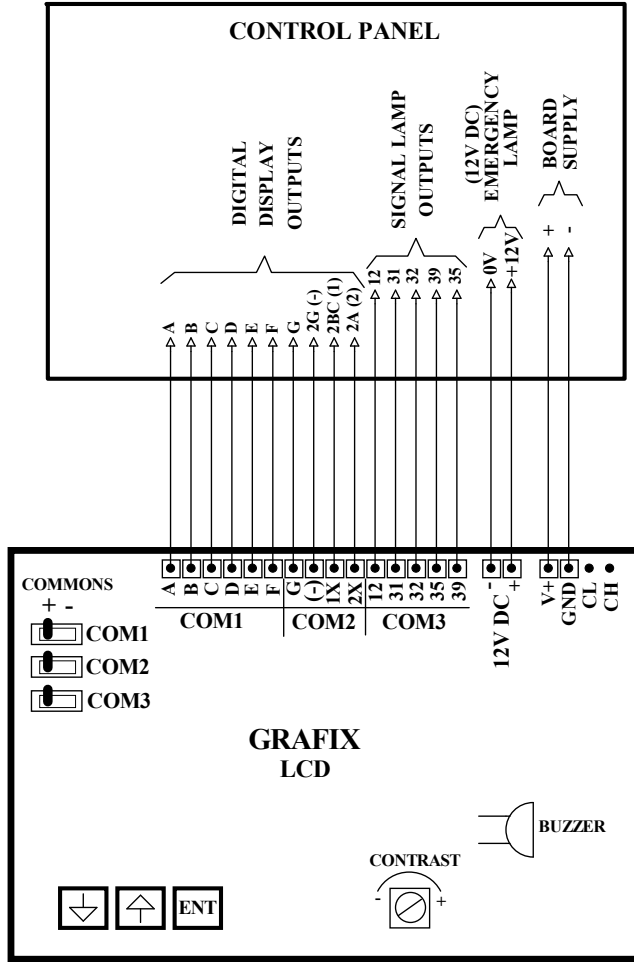
### [H3] WAIT TIME

1...99	Active time of waiting at floor.
--------	----------------------------------

## 7 SEGMENT CONNECTIONS

## GRAY/BINARY CODE CONNECTIONS

## COUNTER CONNECTIONS



### SIGNAL LAMPS

- 12 (Busy)
- 31 (Down Arrow)
- 32 (Up Arrow)
- 35 (Over Load Lamp)
- 39 (Out of Service Lamp)

Set coding type related connection inputs

M0- MAIN PARAMETERS

A1- CONNECTION

- 0- Binary Code
- 1- Gray Code
- 2- 7 Segment (Digital Display)
- 3- Counter (M0)
- 4- Can Bus (Serial Communication)

Set COM1, COM2, COM3 dip-switches according to input signals.

Example-1 : If 7 segment inputs are minus (-) set to plus (+) COM1 and COM2 dip-switches.

Example-2 : If signal inputs are plus (+) set to minus (-) COM-3 dip-switch.

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### GRAFIX GLCD CONNECTION DIAGRAM

AYBEY ELEKTRONİK	SERIES	GRAFIX	DRW.	M. AKKUŞ
	PROJ.	GLCD001	APPRV.	M. AYBEY
	REV.	00	DATE	12 JAN 12